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1 Multiresolution compression and reconstruction

Oliver G. Staadt, Markus H. Gross, Roger Weber
October 1997 **Proceedings of the 8th conference on Visualization '97 VIS '97**
Publisher: IEEE Computer Society Press
Full text available: pdf(1.55 MB) Publisher Site
Additional Information: full citation, references, citings, index terms

Keywords: isosurfaces, meshing, oracles, tetrahedralization, triangulation, volumes, wavelets

2 Parallel isosurface and volume rendering: Scalable isosurface visualization of massive datasets on COTS clusters

Xiaoyu Zhang, Chandrajit Bajaj, William Blanke
October 2001 **Proceedings of the IEEE 2001 symposium on parallel and large-data visualization and graphics PVG '01**
Publisher: IEEE Press
Full text available: pdf(3.06 MB)
Additional Information: full citation, abstract, references, citings, index terms

Our scalable isosurface visualization solution on a commodity off-the-shelf cluster is an end-to-end parallel and progressive platform, from the initial data access to the final display. In this paper we focus on the back end scalability by introducing a fully parallel and out-of-core isosurface extraction algorithm. It partitions the volume data according to its workload spectrum for load balancing and creates an I/O-optimal external interval tree to minimize the number of I/O operations of loa ...

Keywords: Metabuffer, Multi-resolution, Parallel Rendering, Parallel and Out-of-core Isocontouring, Progressive mesh

3 Acoustic modeling and robust CSR: Microphone arrays and neural networks for robust speech recognition

C. Che, Q. Lin, J. Pearson, B. de Vries, J. Flanagan
March 1994 **Proceedings of the workshop on Human Language Technology HLT '94**
Publisher: Association for Computational Linguistics
Full text available: pdf(511.74 KB)
Additional Information: full citation, abstract, references

This paper explores use of synergistically-integrated systems of microphone arrays and neural networks for robust speech recognition in variable acoustic environments, where the user must not be encumbered by microphone equipment. Existing speech recognizers work best for "high-quality close-talking speech." Performance of these recognizers is typically

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R Strzodka

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R Strzodka, M Rumpf - Proceedings VIIP Conference on Visualization and Image ..., 2001 - numerik.math.uni-duisburg.de
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M Rumpf, R Strzodka - Imaging and Image Processing, 2001
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R Strzodka - Vision, Modeling and Visualization, 2002 - numerik.math.uni-duisburg.de
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JM Peaslee, JC Malacarne - US Patent 5,303,321, 1994 - Google Patents
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M Suzuoki, K Kutaragi, T Hiroi, H Magoshi, S ... - IEEE JOURNAL OF SOLID-STATE CIRCUITS, 1999 - ieeexplore.ieee.org
... These calculations are described in **differential equations** and matrix operations having ... Group, Sony Corp., and developed a **graphics processor** for Playstation. ...
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... be abstract output from computersimu -lations, solutions of **differential equations** and the ... data which may reside in a separate **graphics processor**/controller 60 ...
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Method for vector field visualization using time varying texture maps - group of 3 »
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... The solution of **differential equations** can be time consuming, especially if the original ... a representation ofa 2-D or 3-D vector field on a **graphics processor**. ...
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Y Wang, A Mangaser, P Srinivasan - Computer Graphics and Applications, IEEE, 1992 - ieeexplore.ieee.org
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... is one of the most useful tools for working with partial **differential equations**. ...
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... hard to exploit these in solvers for partial **differential equations** modeling various ...
and precision or some unoptimized parts of the **graphics pipeline**, but the ...
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... longitude, latitude, and geopotential indices, and vary between U and 1. We can use the Euler method for integrating ordinary **differential equations** to move ...
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... In fact, many discretizations of partial **differential equations** lead to a sparse ...
the advantage that there are many stages in the **graphics pipeline** where linear ...
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... as interfaces, and uses the framework of partial **differential equations** (PDEs) to ...
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